ABSTRACT OF THE DISCLOSURE

Multiple output buffers are supported in a graphics processor. Each output buffer has a unique identifier and may include data represented in a variety of fixed and floating-point formats (8-bit, 16-bit, 32-bit, 64-bit and higher). A fragment program executed by the graphics processor can access (read or write any of the output buffers. Each of the output buffers may be read from and used to process graphics data by a fragment shader within the graphics processor. Likewise, each output buffer may be written to by the graphics processor, storing graphics data such as lighting parameters, indices, color, and depth.